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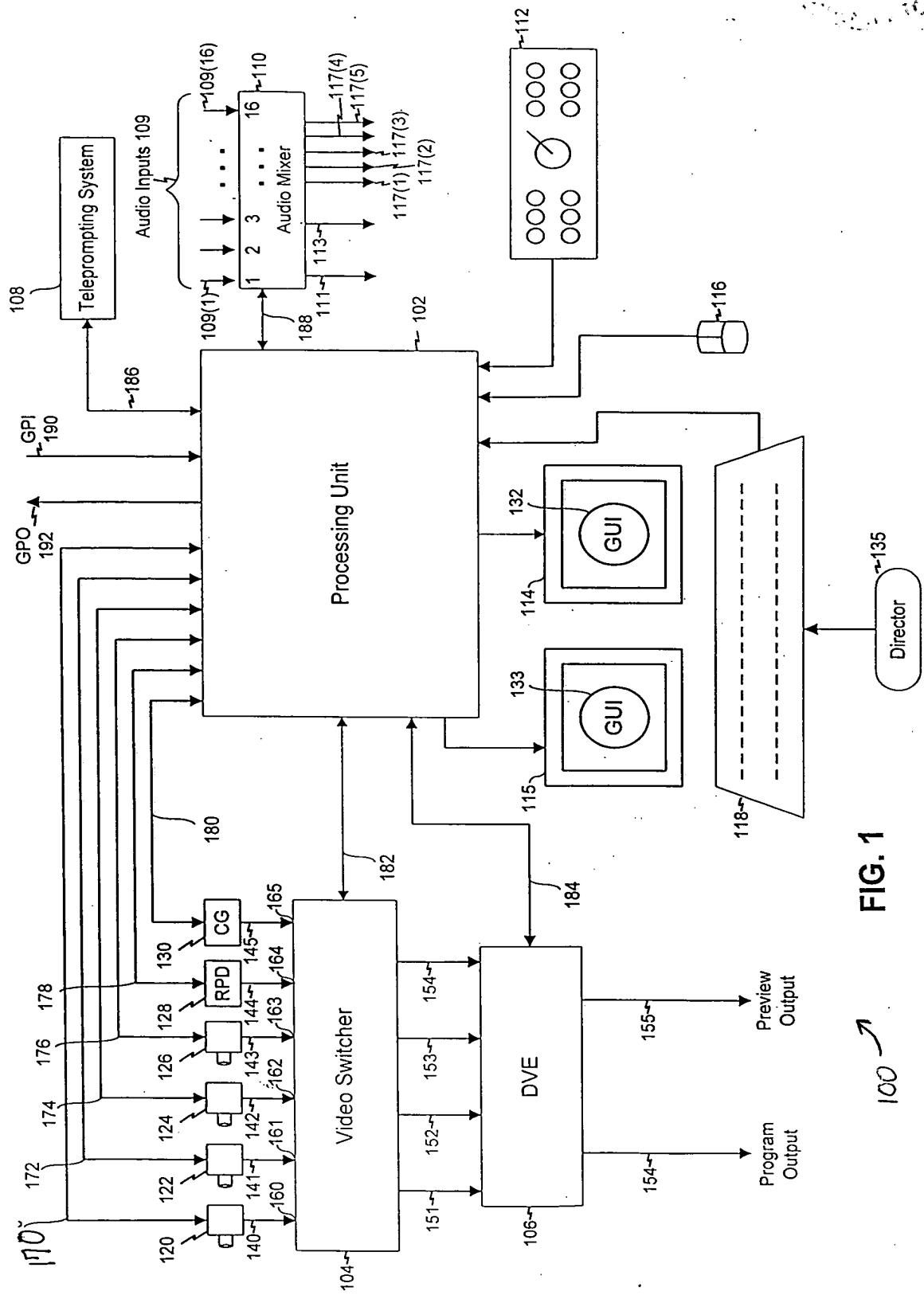


FIG. 1

FIG. 2A

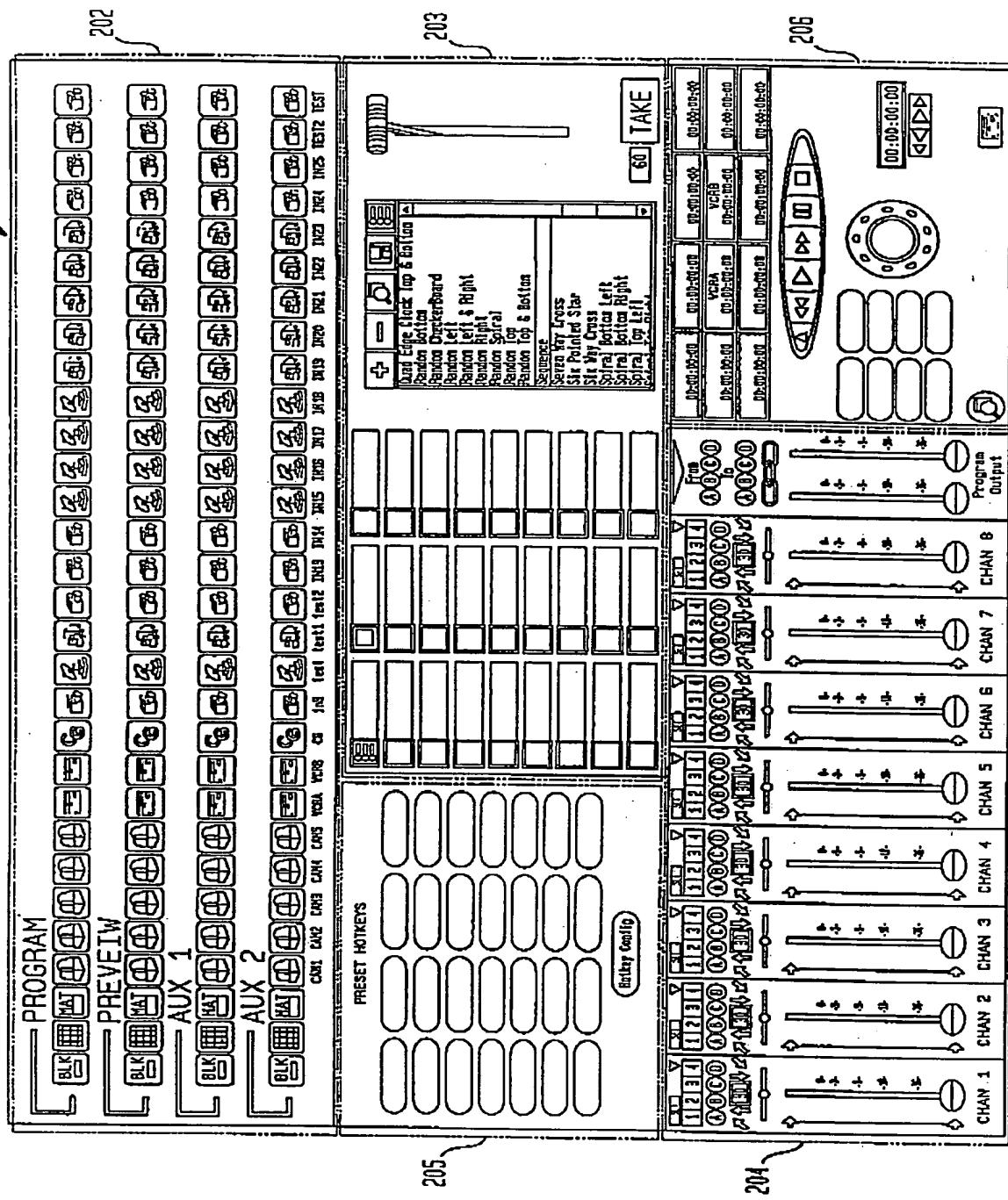
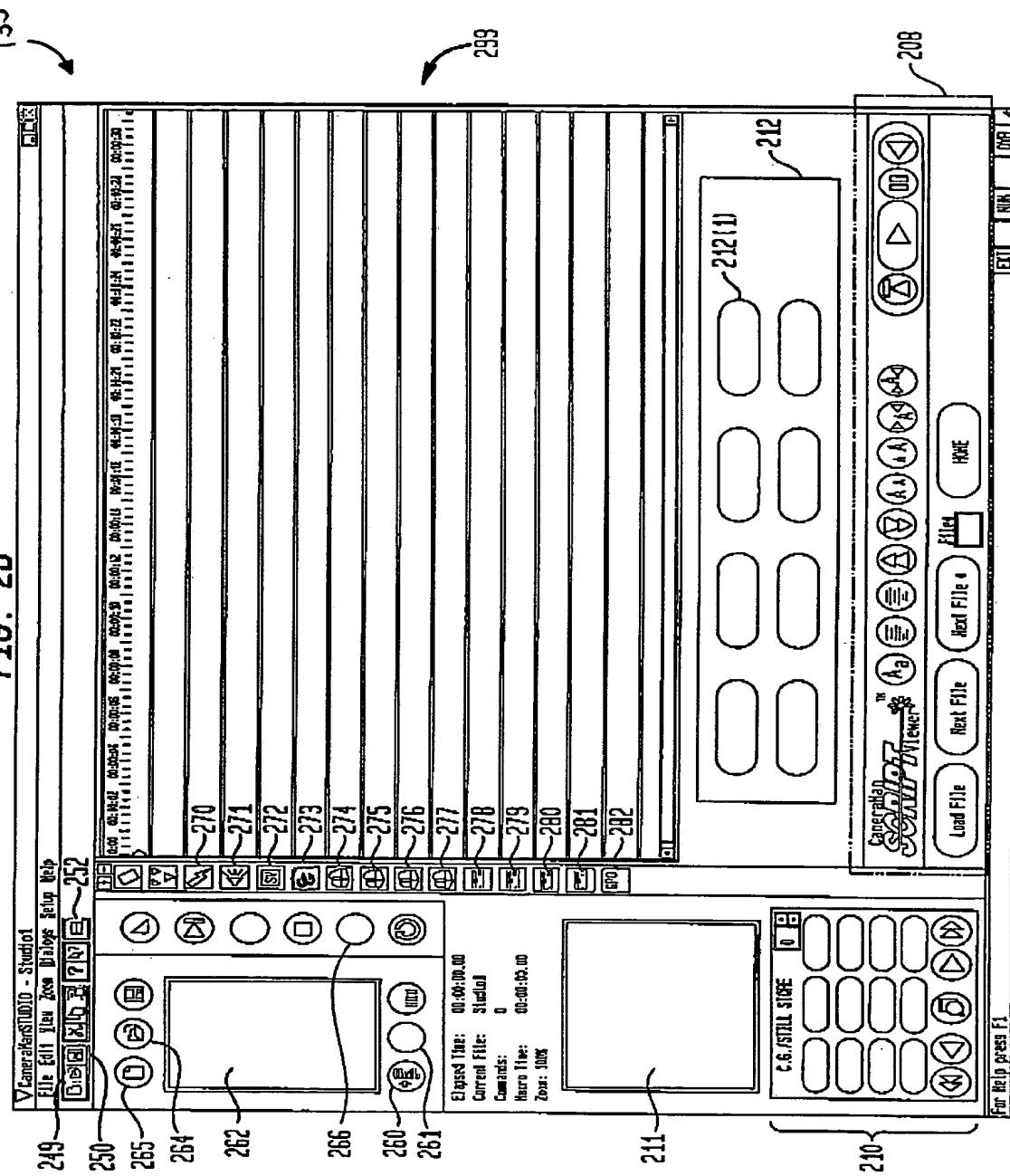
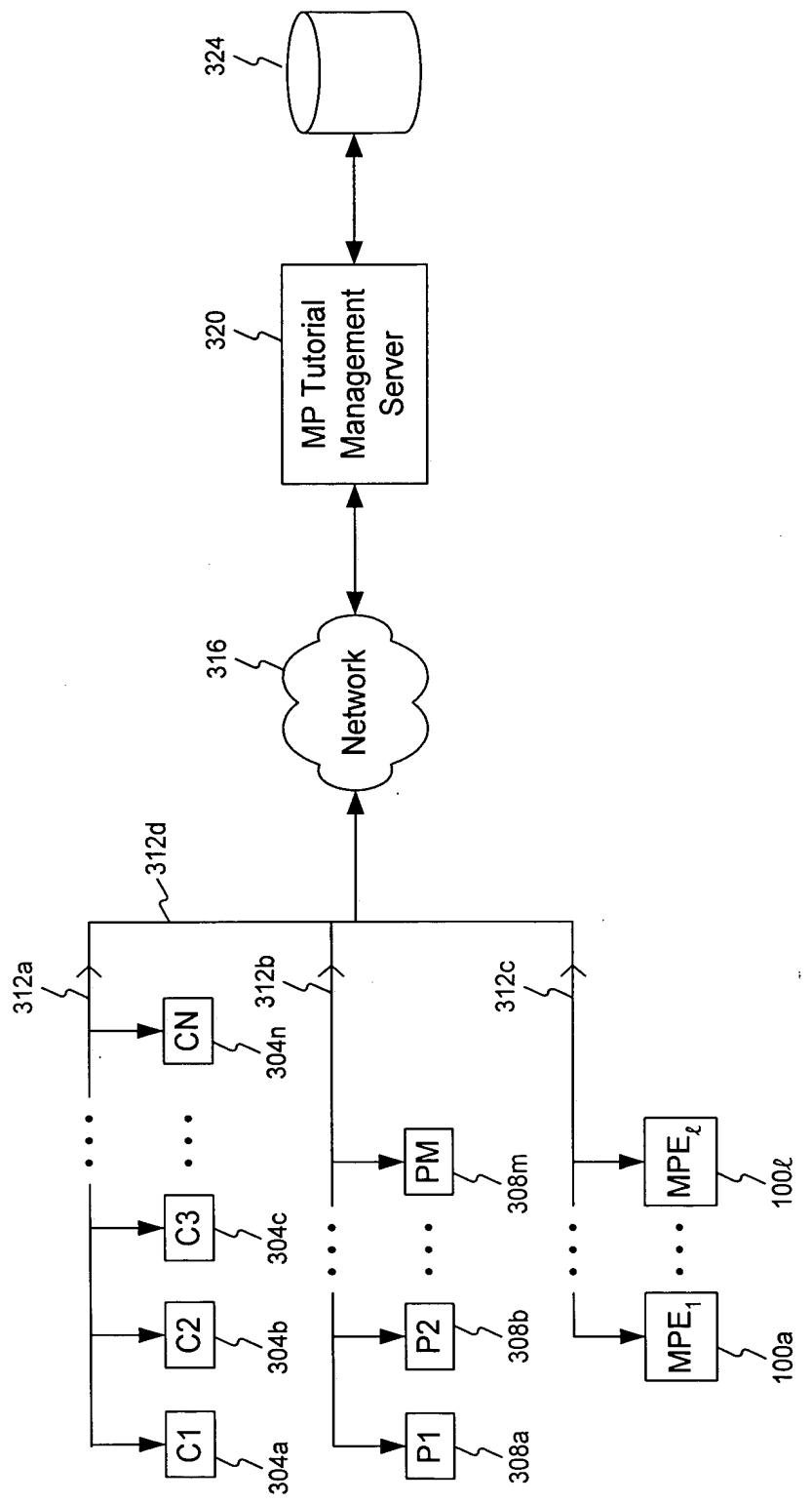


FIG. 28





**FIG. 3: Media Production Tutorial System 300**

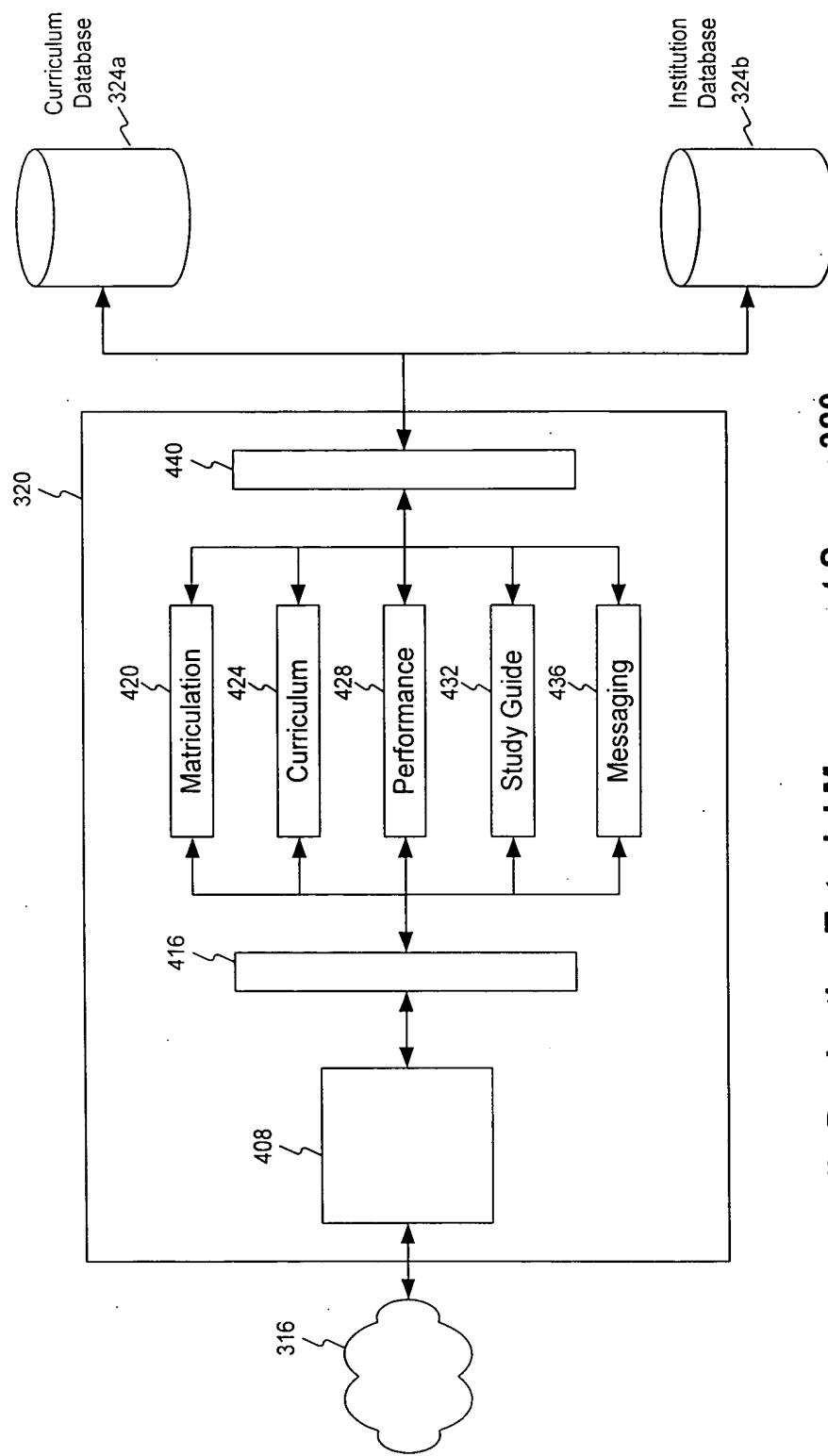
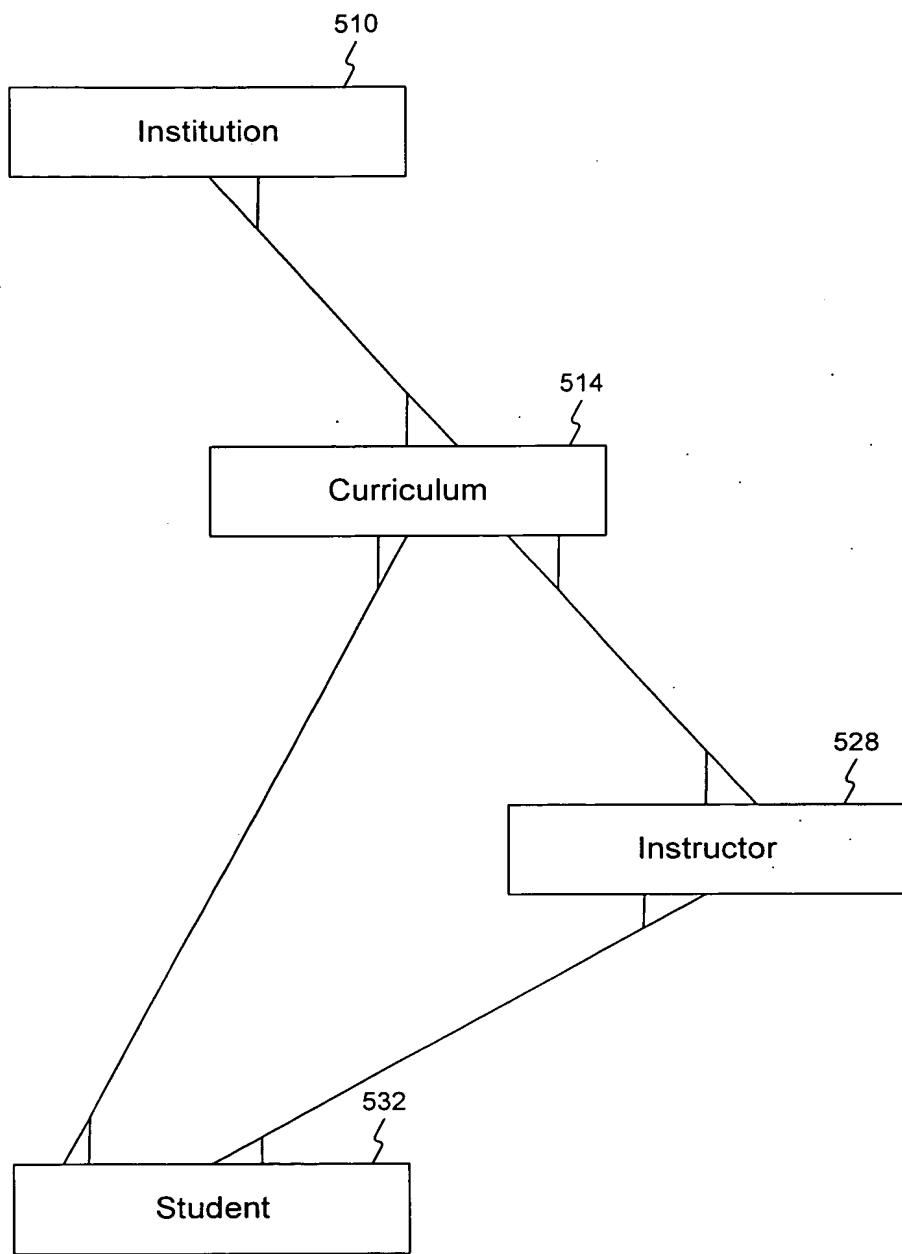
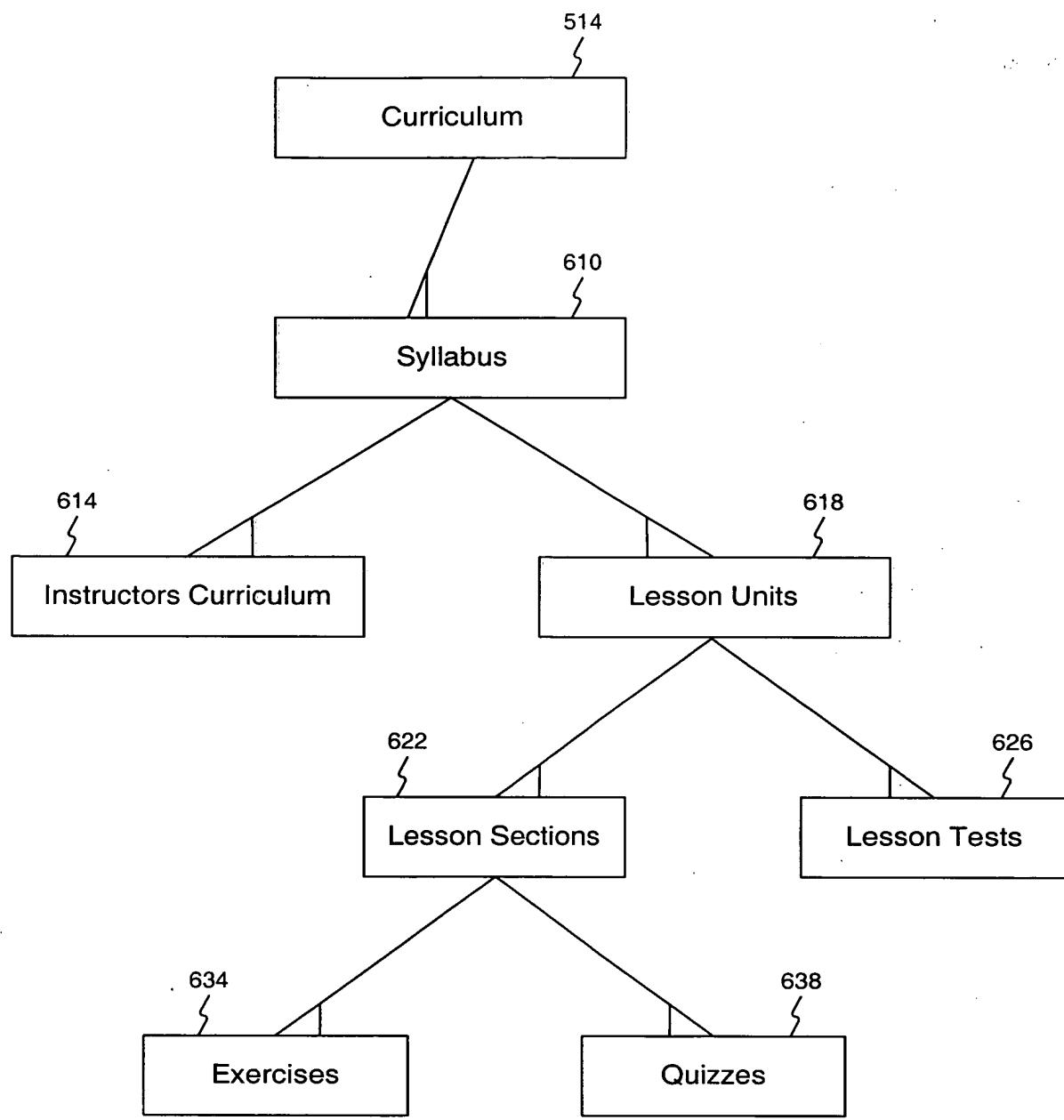


FIG. 4: Media Production Tutorial Management Server 320



**FIG. 5: Relation Diagram for Database 324**



**FIG. 6: Relation Diagram for Database 324a**

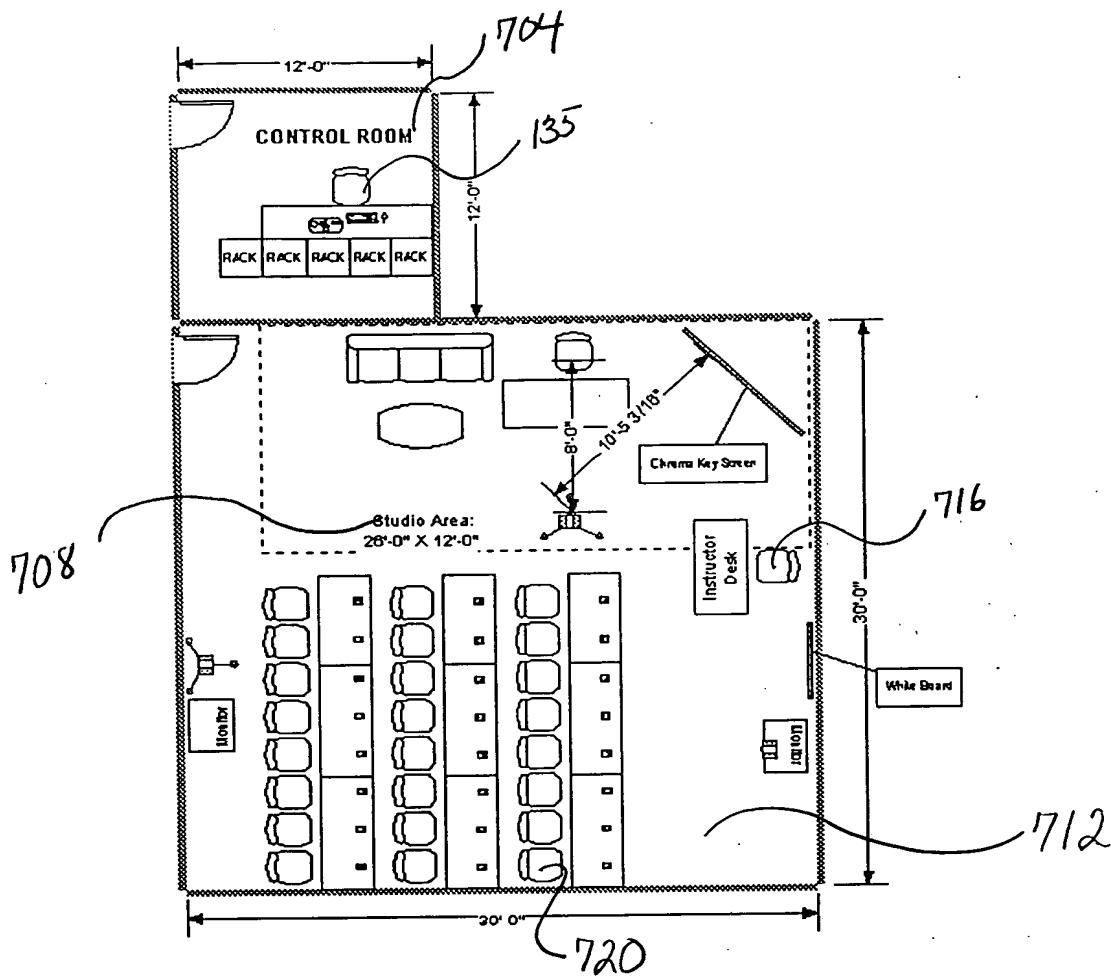
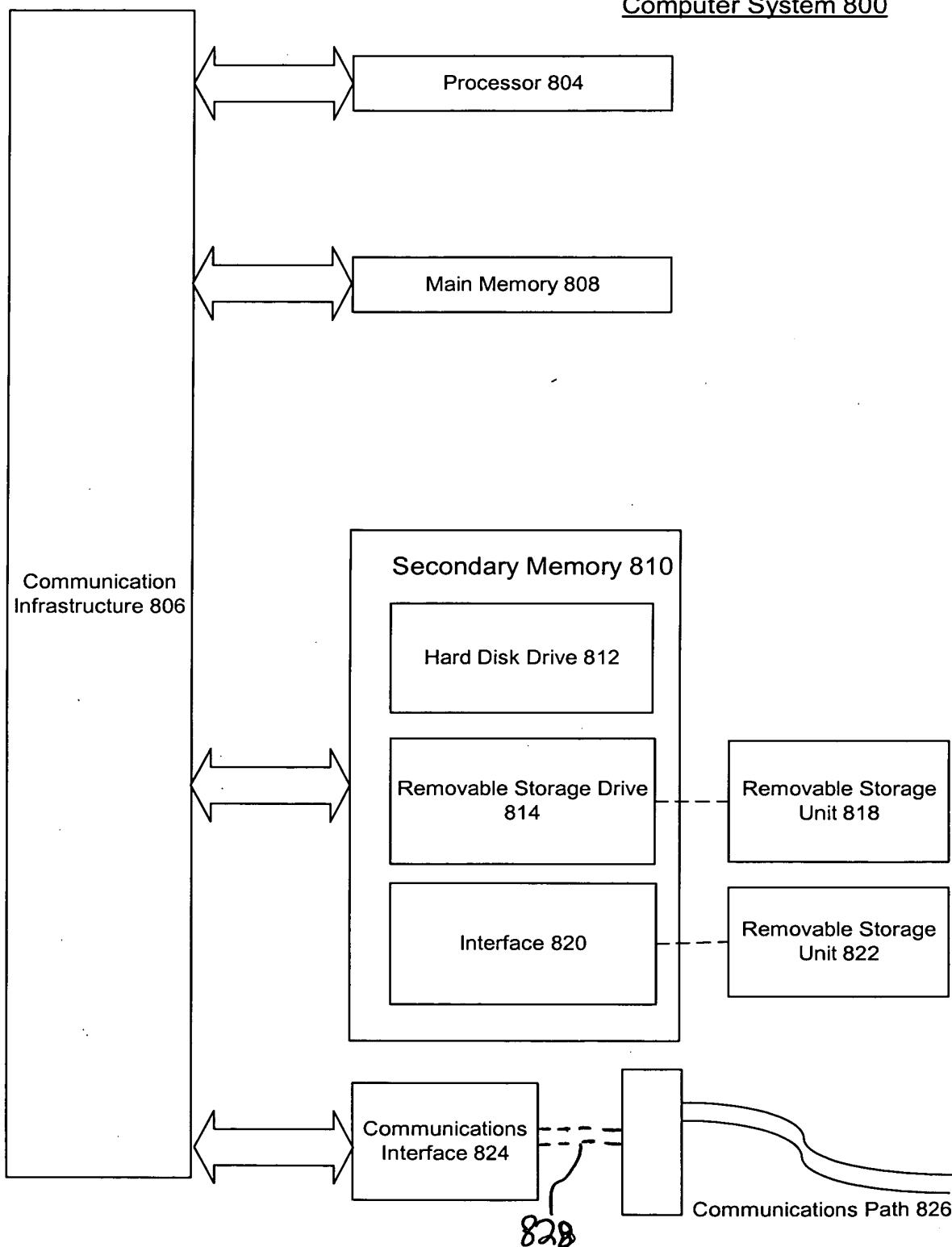


Fig. 7 : Training Facility 700

## Computer System 800



828

**FIG. 8**

908 912 916 920 924a 924b 924c 930 934

## Tripos

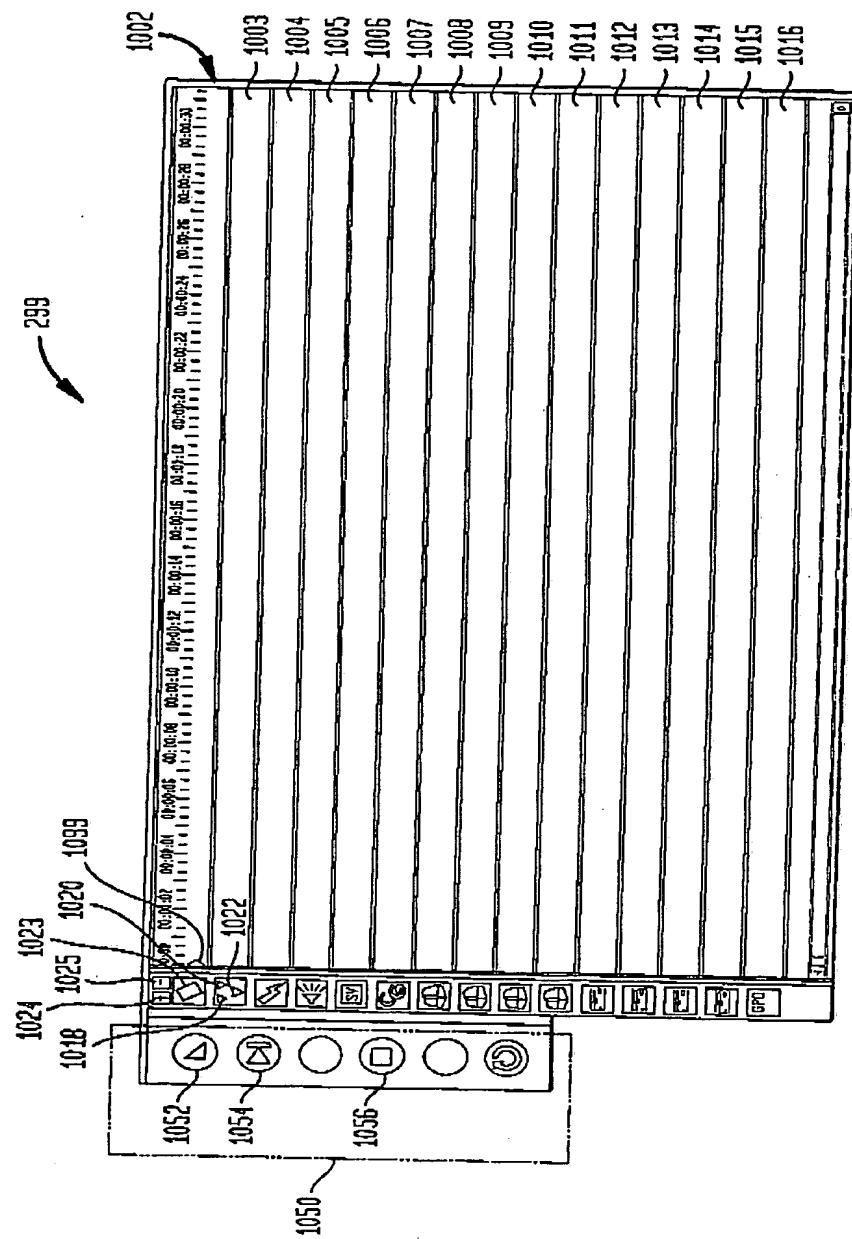
A **TRIPOD** is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

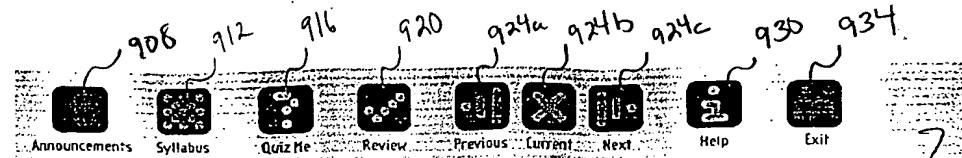
Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

938 ~ {Unit 02 - Camera : Section 02.1 - Basic Shots}

Fig. 9: GLUT 900

FIG. 10





## Syllabus Page

Unit or Lesson not visited. -  Unit partially complete / Lesson visited.  
 Lesson tested incorrect. -  Unit or Lesson Completed (tested correct).

Click on a Unit to see its Sections & Lessons. **Unit 02 - Camera**

Unit 01 - TV History

(Click on a Lesson to go there.)

**1124**  Unit 02 - Camera

Unit 03 - Audio

Unit 04 - 3 R's

Unit 05 - Editing

**1144**

Unit 06 - Lights

Unit 07 - Graphics

Unit 08 - Producing & Directing

Unit 09 - Advertising

Unit 10 - Instructional Video

Unit 11 - 3R's Revisited

Unit 12 - More Camera & Lighting

Unit 13 - Video Technology

Unit 14 - F/X

Unit 15 - More Producing & Directing

Unit 16 - Video Yearbook

Unit 17 - ABCs of EFP

Unit 18 - Scriptwriting

Unit 19 - Documentary

Unit 20 - That's A Wrap

**Section 02.0 - Welcome**

Welcome to the Course

**Section 02.1 - Basic Shots**

Long Shots

Medium Shots

Close-Ups

Headroom

Rule of Thirds

Tripods

**Section 02.2 - Camera Moves**

Pans

Tilt

Dolly

Trucking

Zoom

Lead Room

**Section 02.3 - Videotape**

Tape Formats

Preparing A Tape

Tape Transport System

Recording Speed

Tape Labels

Tape Care

**Section 02.5 - Shot Director**

Shot Director - Powering Up

Shot Director - Focus

Shot Director - Iris

Shot Director - Upper Section

Shot Director - Lower Section

Shot Director - Slide Controls

Shot Director - Joystick Control

Shot Director - Joystick Zoom Control

Studio Camera Shots

**Section 02.6 - Other Shots**

Camera Angle

Canting

Lead The Look

Cropping

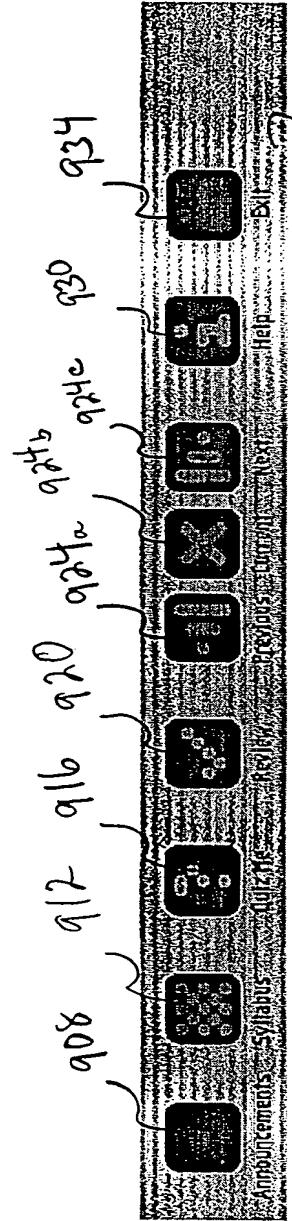
Backgrounds

Over The Shoulder Shots

**Section 02.9 - Testing Lesson**

Testing Lesson

**FIG 11° GUI 1100**



904

942

Quiz Me Page

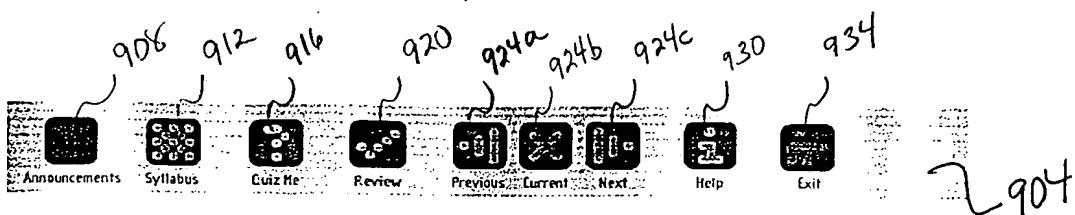
Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to \_\_\_\_\_.

- establish a setting
- show viewers small details
- show an entire object

1250

Fig 12 : GUI 1200



## Unit 02 - Camera Test Page

Please select an answer for each of the following 33 questions and then click on the SUBMIT button a

942

Which of the following does not describe a long shot?

- It shows great detail.
- It establishes a setting.
- It is effective on large screen.
- It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- True
- False

Which of the following items does not describe a close-up?

- It is often cropped.
- Shows great detail.
- Exaggerates movement by the camera or subject.
- Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

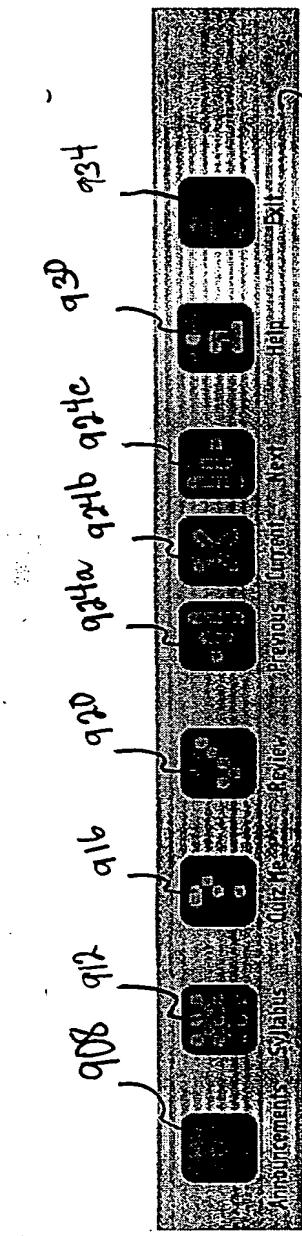
- False
- True

The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

- three down, three across
- three down, four across
- three across, four down
- four across, three down

Buttons 1350

Fig. 13 GUI 1300



## Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.  
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots  
Long Shots  
Unit 02 - Camera : Section 02.2 - Camera Moves  
Dolly

Fig. 14: GUI 1400

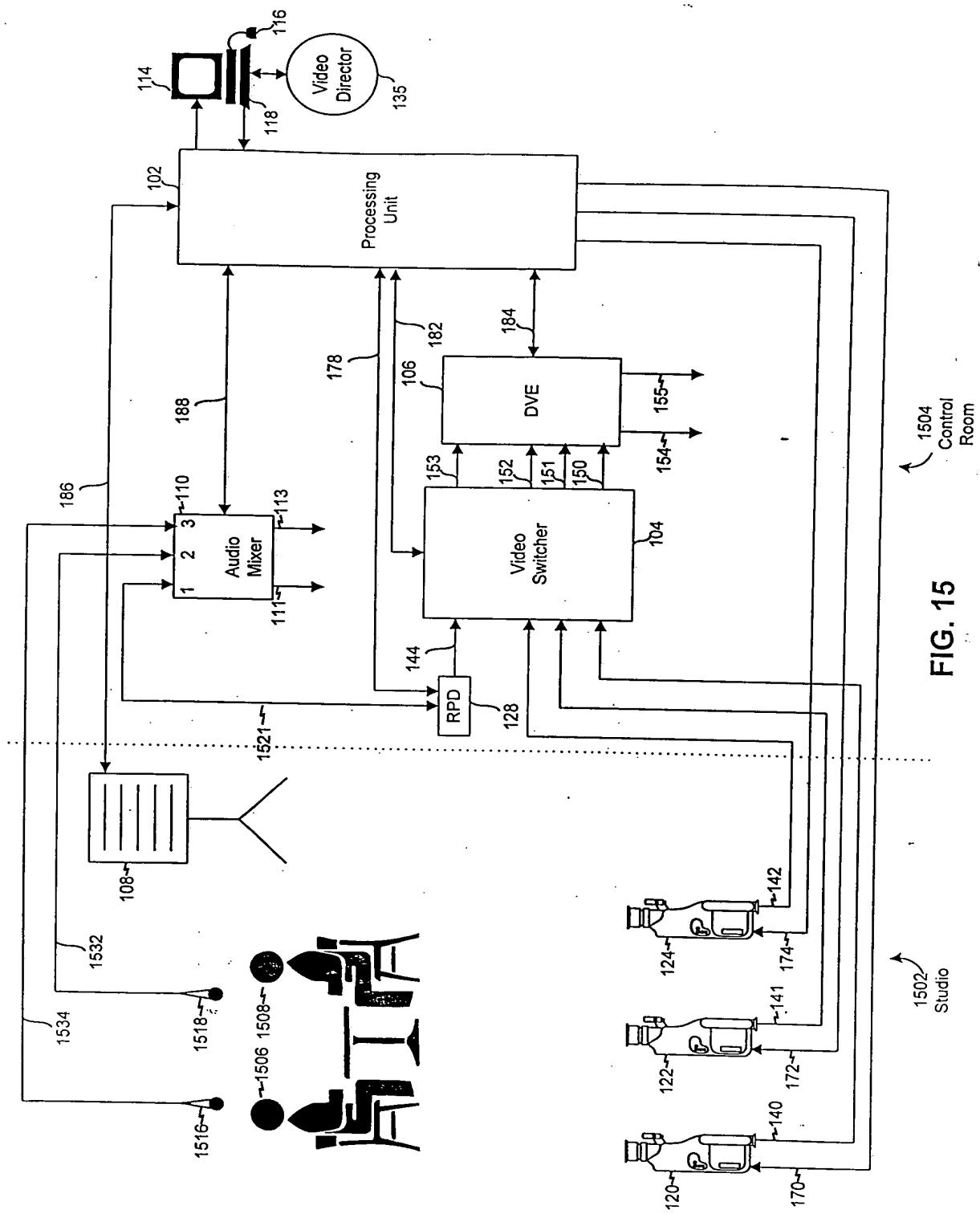
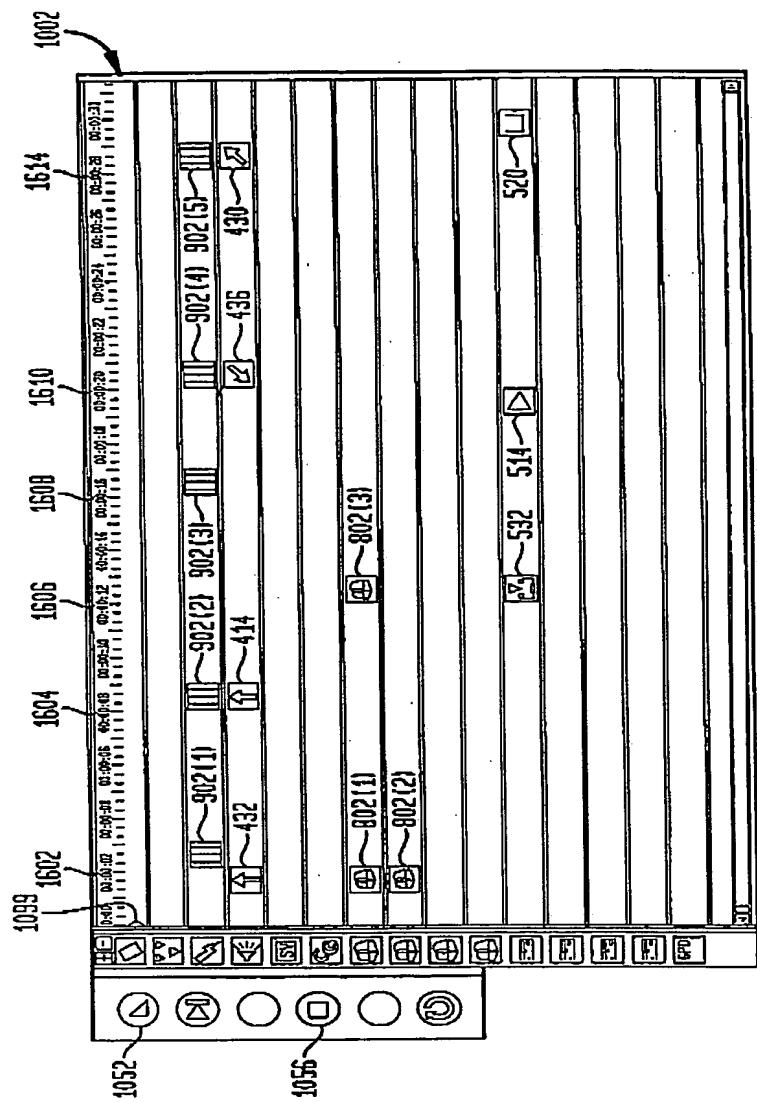
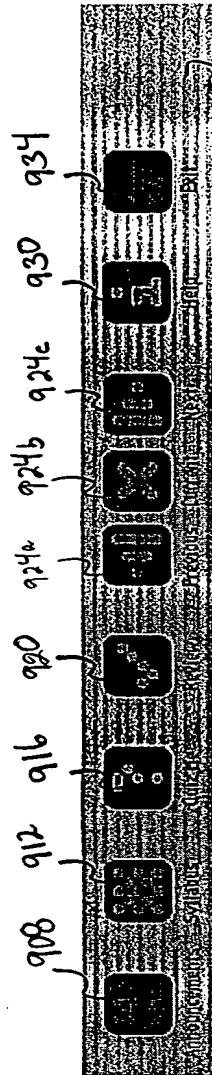


FIG. 15

FIG. 16





## Announcements Page

942 ~ 11/05/1999 - Meeting Notice  
Send a note to your teacher  
11/10

There will be a meeting tomorrow in the lab.  
Please attend. Roll will be taken.



11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for  
ONE Hour earlier. The bus will leave the  
parking lot at 9 am. SHARP!



Fig. 17: CDT 1700